THE ART OF GEOMANCY

Divination by the Element of Earth

— by —

Meade Layne, M. A.

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I. M. T. D.

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PREFACE

The word GEOMANCY means divination by the element of earth, or by the Genii and Spirits of Earth. It is derived from GAIA, the Earth, and MANTEIA, divination, since in olden times the Diviner struck the surface of the earth with his staff, and from the tale of the markings the Figures were erected. Even in our own time this practise is maintained, in the temples of Occult Orders. And there is a wealth of lore and antique wisdom in this Rite which may well attract the curious, even tho' one may not, for himself, desire to scry the happenings of the future.

For each person who would practise the Arts of Divination, there is a mode and form best suited. At least this is so wherever Intuition enters in, and where the operation is more than a mechanism of rules and parts. That prophetic foreknowledge is at times possible, is now known to all who are informed in such matters, and is confirmed by the researches of science. Success therefore depends in part upon choice of right method, and there are many who find GEOMANCY the most practicable and accurate of all divinatory modes.

The student should not be repelled by the seeming complexity of the process, since a single hour of application will make everything intelligible to him. And he should not confuse it with methods somewhat similar in appearance, such as that of the Napoleonic "Book of Fate." If he has a smattering of astrological knowledge, particularly in the reading of aspects, this will be very useful -- nevertheless, it is not essential. And he must have a little patience, and acquire familiarity and a little experience, before expecting satisfactory results.

. Approach the Divination with calm and confident mind, and with the body neither troubled by illness or over-fatigue. Nor is it wise, in our opinion, to make a jest or a game of this matter, unless we are content to be answered according to our folly. There is a two-fold invocation in this Art, the first being of the secret Powers and knowledge of our own unconscious selves, and the second that of certain invisible Forces and Intelligences. It is known that these latter will at times come through into manifestation, and the chance of this is proportionate to the skill and power of the Diviner. God is not mocked nor, by the same token, is it well to deal triflingly with the Genii who are servants of His will.

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CONCERNING THE CONTENTS OF THIS MANUSCRIPT

We shall now offer you, first of all, a table of the GEOMANTIC FIGURES, with their names and meanings, and the manner in which they can be represented by numbers . . . . Page 2

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We repeat our admonition to the Student, that he must not be deterred by a seeming profusion of detail. He should read the whole of this manuscript first, then turn to the SUMMARY of stages and erect a prick-sheet for himself. After doing this once or twice, all the steps of the divination will appear quite plain and easy. As to his interpretation of the prick-sheet or the chart, that must depend on his own intuition and divinatory powers. Let him not be in too great haste for right predictions, but rather content to wait on his growing skill and the lessons of experience.

* * *

THE GEOMANTIC FIGURES are 16 in number, and their names and descriptions are as follows:-

Fortuna Major (the greater fortune)	o o o o o o	*Fortuna Minor (the lesser fortune)*	o o o o o o
Via (journey) (way)	o o o o	*Populus (people)*	o o o o o o o o
Acquisitio (gain, success)	o o o o o o	*Laetitia (joy)*	o o o o o o o
Amissio (loss)	o o o o o o	*Puella (girl)*	o o o o o
Conjunctio (union)	o o o o o o	*Albus (white- wisdom*	o o o o o o o
Puer (boy)	o o o o o	*Rubeus (red-passion- temper)*	o o o o o o o
Carcer (prison- hindrance)	o o o o o o	*Tristitia (sorrow)*	o o o o o o o
Caput Draconis (head of the Dragon)	o o o o o	*Cauda Draconis tail of the Dragon)*	o o o o o

Now, for convenience, and the saving of time and labor, we shall denote each figure by a number descriptive of it:

Fortuna Major is written 00/00/0/0. and we can therefore refer to it as 2-2-1-1 or 2211.

Fortuna Minor, being 0/0/00/00, we call it 1122.
Via, being 0/0/0/0, we call it 1111.

Populus	2222,	Albus	2212	"Acquisitio	2121	Puer	1121
Laetitia	1222	Rubeus	2122	Amissio	1212	Carcer	1221
Puella	1211	Tristitia	2221	Conjunctio	2112	Caput Draconis	2111

Cauda Draconis 1112

It is not necessary to memorize the Figures or their numerical description, since they are readily learned by a little practise.

III

FORMULATING THE QUESTION:

The Querent is the person inquiring, whether it be the Diviner himself, or the person for whom he is preparing the chart.

The Querent should express his question clearly to himself in words. A confused and uncertain question invites an answer of the same quality.

He should not ask "Shall I do" so-and-so? That is a moral issue he should decide for himself. But he may profitably ask "What will be the results if I do" so-and-so? Or, "If I do NOT do" thus and so, "what will happen?" Or, "If (such and such an event) happens, what will be the results?"

He may ask "What will be the course of fortune for me during the next . . . months?" If the question is clearly one of money, or of love, marriage, success of some project or other well-defined matter, let him state this explicity.

He should not put questions as to moral obligations, nor concerning the death of himself or any other person, though information on such matters may often be inferred from the results.

He should never "make a wish", but should try to put his questions in as detached and impersonal a manner as possible, and with a calm and confident mind.

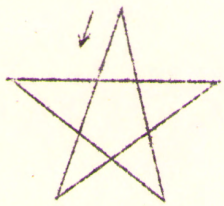
If the Querent is not making the divination, but comes to the Diviner for it, it is very helpful if he will state his question audibly or in writing. This is not strictly necessary, nevertheless a chart will sometimes be very hard to read until the question is known - whereupon the various parts fall into place quite easily. The Diviner who does not know the question is in much the same position as the physician who is asked to guess what ails the patient, without being told any of the symptoms. He may make a good diagnosis and prognosis, but under a considerable handicap.

If the Querent will not state his question, or will do so only in part, he must at least state into what Zodiacal house the matter falls, and whether it falls partly into more than one House. For this purpose he should carefully examine the TABLE OF HOUSES given on page .

IV

THE PREPARATION OF THE PRICK-SHEET:

Taking a clean sheet of White paper (not previously used for any purpose) the Diviner should draw, by compass or other means, a circle about 2 inches in diameter at the top center. Within this circle he should inscribe the Pentagram of Invocation.



(This Pentagram is drawn in a continuous line, without lifting the pencil from the paper. Begin at the UPPER point, go to lower LEFT, then to upper RIGHT, to UPPER left, to lower RIGHT and thence to point of beginning.

The Five points of the Pentagram rest in the circumference of the circle. If one will first make 5 dots where these points should fall, the drawing of the Star will be much easier.

In the center of the Pentagram the Diviner should draw the sigil of the Spirit invoked; or, if the sigil is not known, he should write the name of the Spirit. Consult the TABLE OF CORRESPONDENCES on page 14 for this information.

In the upper LEFT hand corner of the prick-sheet the Diviner should write:

(a) the number of the Zodiacal House or Houses in which the question falls, and also

(b) the Sign of the House and of the Ruler.

For example: House 1, Aries ♈, Mars ♂.

In the upper Right hand corner, the question may be written out as briefly as possible, if the Querent is willing to reveal it; but if not, then this may be omitted.

- V -

THE INTERROGATION PROPER:

The Querent may now proceed to the INTERROGATION PROPER, or, making of the Prick-Sheet. It is customary, and often helpful, if he will address the Spirit by name, either aloud or in thought only, after the following manner:

"BARTZABEL, BARTZABEL, BARTZABEL - - GRANT US RIGHT DIVINATION FOR RIGHT PURPOSES."

(For Bartzabel, he will, of course, substitute the name of whatever spirit is being invoked.)

Now keeping his question clearly in mind, and looking upon the Pentagram of Invocation, and on the Sigil or Name of the Spirit contained within it, the QUERENT will set down on the paper, from RIGHT TO LEFT 16 rows of short marks or dashes,

THE INTERROGATION PROPER (contd.)

from which the Geomantic figures are to be formed. (It is not imperative that these rows be made from right to left, but there is a certain psychological value in doing so).

The Querent must NOT count the marks or dashes as he makes them. He should, however, exercise a little care to see that he makes the lines of varying length. It is helpful if the lines are made in sets of four each.

The marks must not be counted as they are made, because it is essential that the subconscious mind or intuition of the Querent have free play and choice, either to express its own knowledge, or to communicate the knowledge of whatever Intelligence chooses to manifest. This principle is familiar in many forms of divination, such as with cards or dies, or the casting of wands or arrows.

The Querent should look over the sheet, before giving it to the Diviner, to make sure that the number of dashes in each line is clear and countable, and that no question can arise as to his intent.

The work of the Diviner, in the service of another person, has so far been only to make some brief explanation, and either to prepare the prick-sheet himself, or to assist the Querent in doing so. But the QUERENT must make the 16 lines of marks ("pricks") himself.

(The serious student of this form of divination may prefer to use a box of consecrated earth, and make the pricks with a short wand or stylus. The earth should be clean dark soil, or clean sand slightly moist (to retain the prick-marks), and taken from the desert or some inland stream, and NOT from the seashore -- for sufficient occult reasons. It should be placed in a shallow box, at least large enough so that 2 to 4 rows of pricks can be made at one time; then the sand can be smoothed with a bit of wood and the process continued. He can profitably adorn the box with Symbols, and should keep it out of contact with other articles, and allow no one to handle it. All students of occultism will understand that these details are based on both reason and experience. The consecration of the earth (or sand) may be performed by a Rite of one's own devising, if the Formulae for such operations is not known).

VI

THE CONSTRUCTION OF THE FIGURES:

The DIVINER will now take the completed prick-sheet, and count the number of marks (dashes) in each of the 16 lines. Where the number is ODD, he will mark a single O or X at the end of the line. If the number is EVEN he will set down two O's or X's(OO or xx). All of the lines must be marked in this way.

Thus , the first four lines might be as follows:

-- - --- -- - --- -- - - - --- -- OO

-- - - -- - - - - --- - -- - - - - OO

THE CONSTRUCTION OF THE FIGURES (contd.):

```
- - --- - -- -- - - -- - - - -        OO

        - - --- -- --- - - -          O
```

The sum of the dashes for each of the first three lines was an even number (22 - 20 - 18), but for the fourth line the sum was odd (13). The result is the following figure:

```
O O        TRISTITIA  (Sorrow).  We can also represent it, for convenience
O O                              only,by the figures 2-2-2-1, or 2221.
O O
 O
```

Now, this is the FIRST MOTHER, made from the first 4 lines.
The SECOND MOTHER is made in the same way, from lines 5,6,7,8.
The THIRD MOTHER is made from lines 9,10,11,12.
The FOURTH MOTHER is made from lines 13,14,15,16.

Out of these Four Mothers we are next to make FOUR DAUGHTERS, FOUR NEPHEWS, TWO WITNESSES, and the JUDGE. If, in addition, we choose to form the SUPREME JUDGE or RECONCILER, we shall have 16 Figures in all.

Each Mother consists of Head, Neck, Body and Feet.

The HEADS of the Four Mothers, taken in order, make the First Daughter.

The NECKS make the Second Daughter

The Bodies make the Third

The Feet make the Fourth.

We next make the Four Nephews. Add together the Heads of the Figures 1 and 2 (the first and second Mothers) and mark the sum as odd or even/ Add then the Necks, the Bodies, and the Feet of the same Figures, setting down odd or even in each case.This gives the FIRST NEPHEW.
Make the SECOND NEPHEW from the 3rd and 4th Figures (3rd and 4th Mother), in the same way.
Make the THIRD NEPHEW from the 5th and 6th Figures (first and second Daughters).
Make the FOURTH NEPHEW from the 7th and 8th Figures (3rd and 4th Daughters).

We next make the TWO WITNESSES. The First is made from Figures 9 and 10, and the Second is made from Figures 11 and 12, in the same way the Nephews were made.

From the Two Witnesses we make the JUDGE, in the same way, by adding together heads, necks, bodies, feet, as odd or even.

In making the Figure of the SECOND MOTHER, take care to note whether it turns out to be RUBEUS (2122) or CAUDA DRACONIS (1112).If it is either of these Figures,destroy the Prick-sheet, and do not attempt another divination for at least two hours, until the magnetic tides have changed and conditions become more favorable. It is still better to postpone the matter to another day. (It is this Second Mother which will fall on the Ascendant or First House, on the Astrological chart).

THE CONSTRUCTION OF THE FIGURES (contd.)

(In making the JUDGE, note that it must contain an EVEN number of points. If the number is odd, a mistake has been made in the calculations).

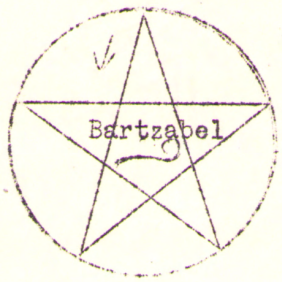
The SUPREME JUDGE or RECONCILER is the 16th Figure, and may be formed later if circumstances require it. It is made from the JUDGE and the Figure which happens to fall in the House of the Question.

PARS FORTUNAE, Part of Fortune, is not a Figure, but falls in a Zodiacal House along with one of the Figures already described.

We now supply an illustration, using for this purpose the Question and Figures given by Franz Hartmann in his Geomancy, since this enables us to comment on several different modes of interpretation.

VII

House 1
Aries ♈
Mars ♂



Shall I succeed in my undertaking?

- -- - -- - --- - - -- -	0 0	Fig. 1
- - - -- - - -- -	0 0	1st Mother
- --- - - -- - - - - -	0	
- -- - - - -- - - -- -- - -	0 0	
- - - - - - --- - - - ---	0	Fig. 2
- -- --- -- - -- - --	0 0	2nd Mother
- - - -- - - - - - -	0	
- --- - - - -- - - -	0 0	
- --- - - - - --- - --- - -	0	Fig. 3
- - - - --- - - --- -- - - -	0	3rd Mother
- - - -- - --- - - -	0 0	
- - - - -- - --- - - -- - -	0 0	
- - --- - - - - -- --- - -- -	0 0	Fig. 4
- --- - - - --- - - -	0	4th Mother
- - -- - - - -- -- -	0 0	
- - - -- - - --- -- - - -	0	

2112,	or 00/0/0/00 is the 1st Daughter	Fig. 5
2211,	00/00/0/0 " " 2nd "	Fig. 6
1122	0/0/00/00 " " 3rd "	Fig. 7
2221	00/00/00/0 " " 4th "	Fig. 8

1222	or 0/00/00/00	is the	1st Nephew	Fig. 9
1221	0/00/00/0	" "	2nd "	Fig. 10
2121	00/0/00/0	" "	3rd "	Fig. 11
1121	0/0/00/0	" "	4th "	Fig 12
2221	00/00/00/0	" "	1st Witness	Fig. 13
1222	0/00/00/00	" "	2nd "	Fig. 14
1221	1/00/00/0	" "	Judge	Fig. 15

(Fig. 16 is the Reconciler, not always needed, and formed from the Judge and the Figure in the House of the Question) If the chart of the Houses is not used, and Reconciler is needed, make it from Fig.15 & 1.

Let us now find the right names for these Figures:

Fig.	1,2	2212	Albus	1212	Amissio
	3,4	1122	Fortuna Minor	2121	Acquisitio
	5,6	2112	Conjunctio	2211	Fortuna Major
	7,8	1122	Fortuna Minor	2221	Tristitia
	9,10	1222	Laetitia	1221	Carcer
	11,12	2121	Acquisitio	1121	Puer
	13,14	2221	Tristitia	1222	Laetitia
	15	1221	Carcer		

VIII

Now,Hartman uses the method of reading direct from the Four Mothers, the Witnesses and the Judge; that is to say, in the present illustration, from

ALBUS -- AMISSIO -- FORTUNA MINOR -- ACQUISITIO
TRISTITIA -- LAETITIA
CARCER

and he interprets as follows:

Begin with wisdom (Albus); a sacrifice must be made (Amissio); the undertaking is worth the trouble (Fortuna Major) -an error in Hartman's text; it should be Fortuna Minor); the end will be gained (Acquisitio). The Judge, Carcer, bears this out, for it means capture, prison (as well as delay and hindrance). And since the first Witness is Sorrow, and the second is Joy, the beginning will be sad but the ending happy.

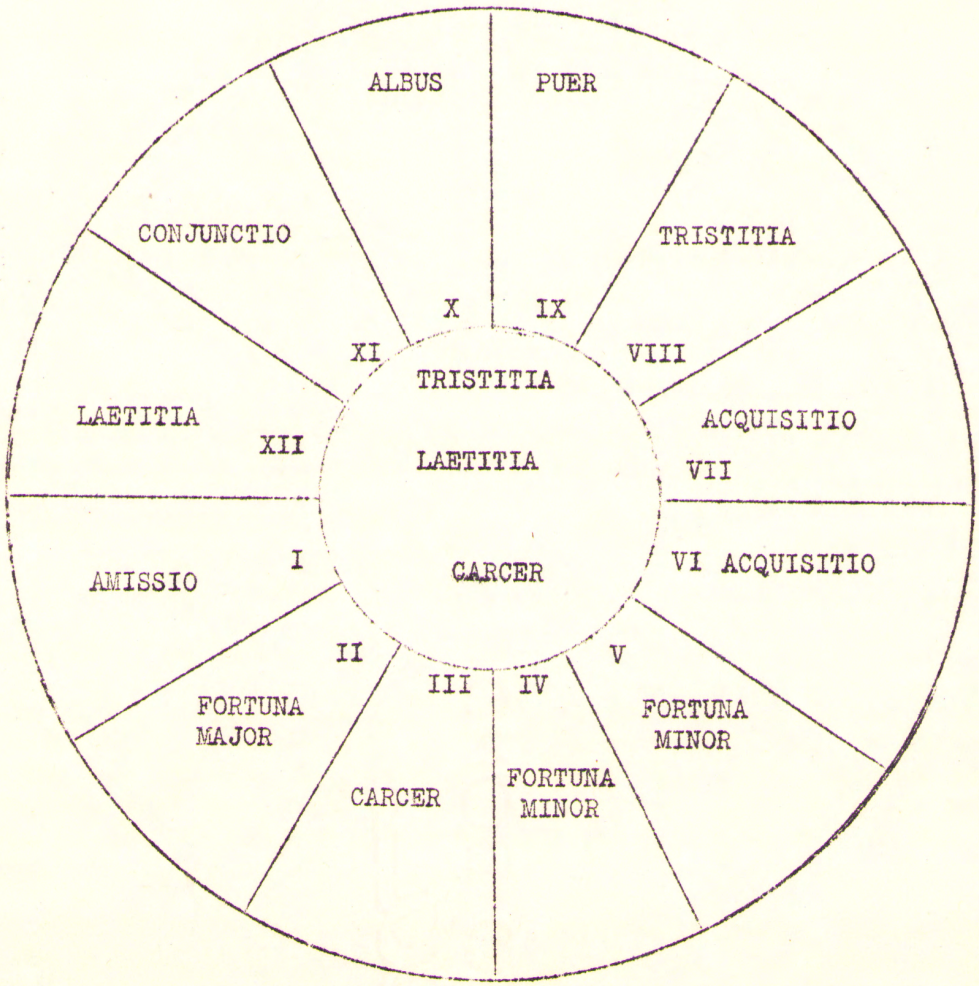
But among some students of divination, and especially in the Qabalistic Order with which the present writer was at one time affiliated, this method of Hartmann was considered unreliable. We therefore present the method by which the first 12 Figures are placed on the 12 Zodiacal Houses, there to be read under their various

dignities and aspects. We concede however, that in many cases, of which the present question is one, the results obtained by the two methods are very similar, though the astrological chart is more detailed and offers more information.

The Figures are to be placed on the Houses in the following order:

Fig.		on House		Fig.		on House	
	1		10		7		5
	2		1		8		8
	3		4		9		12
	4		7		10		3
	5		11		11		6
	6		2		12		9

Let us now put the first 12 Figures obtained by us, on the Houses, with WITNESSES and JUDGE in the center:



Now, in the Interpretation of this chart, we treat the Question as belonging to House I, and in that case may list the aspects as follows:

Opposition, Acquisitio (H.vii)
Lower Square, Fortuna Minor (H.iv)
Upper Square, Albus (H. x)
Lower Sextile, Carcer H.iii)
Upper Sextile, Conjunctio (H. xi)
Lower Trine, Fortuna Minor (H.v)
Upper Trine, Puer (H. ix)

We have already noted, before this, that the Chart can be read, since neither Rubeus nor Cauda Draconis is in the Ascendant. Having listed the major aspects, we also make note of the following points:

The Figure in the House of the Question (in this case House I, the Ascendant), which is Amissio, does not spring -- i.e.,it does not occur in any other House, and so need be considered only in its one position.

As to the Witnesses, one is bad and the other (second) is good.

The Judge is favorable as to the outcome. In this connection we may take note of a rule laid down by Hartmann as follows :

1. A good figure made of 1 bad and 1 good, or of 1 good and 1 bad, means success, but delay and vexation.
2. If the 2 Witnesses are good and the Judge bad, the result will be obtained but it will be unfortunate in the end.
3. If the First Witness is good and the Second bad, success will be very doubtful.
4. If the First Witness is bad, and the Second is good, the unfortunate beginning will take a good turn.

Since the Judge here is Carcer, made of Tristitia and Laetitia, rules 1 and 4 can be applied. Nevertheless, such judgments must be confirmed by an examination of the chart as a whole.

The Figure in House IV, which represents the end of the matter, is Fortuna Minor.
Pars Fortunae, the Part of Fortune, falls on House I (which also represents the Querent, and is the Ascendant). To obtain Pars Fortunae we proceed as follows: Add all the points of the first 12 Figures, divide the sum by 12, and place Pars Fortunae with the Figure corresponding to the remainder. In this case there are 74 points in the 12 Figures of the Chart, and dividing by 12 gives a remainder of 2. The 2nd Figure (Amissio) is found in the 1st House, and Pars Fortunae is accordingly placed there also.

The Reconciler, or Supreme Judge, would be Fortuna Major (2211). This Figure is obtained by combining the Judge (Carcer)with the Figure in the House of the Question (Amissio), setting down the sums as odd and even. The Reconciler is invoked when there seems to be some contradiction or obscurity in the verdict of the Judge.

We should next consult the Tables of Signification (p. 16ff) to determine what the Figures mean in the Houses in which they fall.

Amissio in House I	Bad - evil - loss	
Acquisitio in VII	Fairly good	(opposition)
Fortuna Minor in IV	Haste. Not very good, but favorable for peace	(square)
Albus in X	Good	(square)
Carcer in III	Evil	(sextile)
Conjunctio in XI	Good	(sextile)
Fortuna Minor in V	Good	(trine)
Puer in IX	Evil except in war	(trine)

The others, in the minor aspects are

Tristitia in VIII	Evil except in secret things
Acquisitio in VI	Good, and strengthened by Fortuna Minor in V
Laetitia in XII	Evil
Fortuna Major in II	Good in all happy things.

The weight of the chart, however, is always in (a) the Ascendant, (b) the House of the Question (and in this case both are House I), (c) the 2 squares, (d) the 2 sextiles, (e) the two trines, (f) the opposition.

In reading this chart, we should keep in mind the following principles:

1. A bad or unfriendly Figure in a good aspect, means that the opposition is weak. Carcer, in itself a bad Figure, is in a sextile aspect; and Puer, evil in the 9th House, is in trine. Thus the two evil Figures of the chart are weakened in effect.

2. A good or friendly Figure in a bad aspect, means that the favorable influences are weakened. Albus in X is good, but lies in square, and its influence is weakened.

That is to say, that when a Figure is good and its position bad, or vice versa, it is the Figure which is weakened rather than the aspect.

In Astrology an aspect is an exact point on the circle, but is usually read as having an orb of about six degrees on each side. Obviously, this exact placing of aspects cannot apply in Geomancy; the Opposition (for example) is to be taken as if its orb were the whole of House VII, and as if Acquisitio occupied the whole of it.

As to Pars Fortunae, in House I with Amissio, it is to be taken as referring to the future of the Querent. The present case of the Querent is bad, but the opposition is weak, the favorable influences are strong; the end of the matter (House IV) is fairly good. Carcer is in sextile, so its bad elements are weakened; it is also the Judge made from Tristitia and Laetitia, so it is to be read as success after delay. The only Figures which spring are Acquisitio and Fortuna Minor, each of which occurs in two Houses. We should judge that the reading from the chart confirms, on the whole, the result of Hartmann's method, but it obviously can be made to yield much more information.

For those who know nothing of Astrology, we add the following note. Select any House. Then the next House on each side is called semi-sextile; the 2nd House on

each side is sextile; the 3rd is a square; the fourth is a trine; the fifth is sesquiquadrate; and the sixth is opposition. The unfavorable aspects are the two squares and the opposition; the favorable ones are the two sextiles and the two trines. The 4th House represents the end of the matter.

The MOTHERS are seen to fall on X - I - IV - VII. If the Question is of House I, the Mothers 1,3,5 fall on the Squares and the opposition. The 2nd Mother is on the Ascendant, House I, for the person of the Querent, and the 3rd on House IV. This alone makes it evident, that a reading from the chart may vary considerably from the results of Hartmann's method.

IX

SUMMARY OF STAGES IN GEOMANTIC DIVINATION

1. Make the 16 rows of "pricks" (marks or dashes). Mark each row as containing an even or uneven number, with oo for even and o for odd. The first 4 rows give the First Figure, etc. These are the Four Mothers.

2. Complete the scheme by making the Daughters and Nephews.

3. Make the Witnesses and the Judge.

4. Note what Figure will fall in the Ascendant or First House. If it is Rubeus or Cauda Draconis, destroy the Figure and do not make another attempt for at least two hours; preferably on another day.

5. Place all figures on the Houses, or Astrological Chart, according to instructions given.

6. Note the House to which this Question belongs.

7. Consider whether the Judge be favorable or otherwise.

8. If money is concerned, locate the Pars Fortunae, and consider it in relation to the Figure with which it falls.

9. From table of Significations (page 16), consider what the JUDGE would mean if placed in the House of the Question.

10. From same table, take meaning of Figure in House of Question.

11. Take meaning of Figure in House I (ascendant), as representing the role or character of the Querent.

12. Note whether the Figure in the House of Question, "springs" (appears again in some other House). This reappearance will modify or add to the first meaning.

13. Consider whether the Figure in the Ascendant (House I) springs; if so, add this meaning also (concerning role of the Querent).

14. Note all the chief aspects (sextile, square, trine, opposition) to the House and Figure of Question.
A dexter aspect is more powerful than a sinister; i.e. an aspect lying on that side which is contrary to the natural (1,2,3,4 etc.,)order of the Houses is dexter and more powerful.

15. A bad or unfriendly Figure may lie in good aspect (trine, sextile); this means that the opposition is weak.
A good or friendly Figure may lie in bad aspect (square, opposition); this means that favorable influences are weak.

16. Add meaning of Figure in House IV; this signifies the end of the matter.
Make the Reconciler if necessary.
Examine all the Figures in chief aspects by reference to tabulations on pp. 15/18 incl.

Set down all these matters in two columns of Bad and Good, so far as you can determine them, and form judgment accordingly.

* * *

-- QABALISTIC or ROSICRUCIAN CORRESPONDENCES --

to be used for the method recommended in this book

2 Genius	1 Figure	3 Planet	4 Sign	5 Trump	6 Element
Bartzabel	Puer	Mars	Aries	Emperor	Fire
Kedemel	Amissio	Venus	Taurus	Hierophant	Earth
Taph	Albus	Mercury	Gemini	Lovers	Air
Chasmodai	Populus	Luna	Cancer	Chariot	Water
Sorath	F. Major	Sol	Leo	Strength	Fire
Taph	Conjunctio	Mercury	Virgo	Hermit	Earth
Kedemel	Puella	Venus	Libra	Justice	Air
Bartzabel	Rubeus	Mars	Scorpio	Death	Water
Hismael	Acquisitio	Jupiter	Sagit.	Temperance	Fire
Zazel	Carcer	Saturn	Capric.	Devil	Earth
Zazel	Tristitia	Saturn	Aquarius	Star	Air
Hismael	Laetitia	Jupiter	Pisces	Moon	Water
Zazel	Cauda Drac.	Saturn		Judgment	Fire
Bartzabel	Cauda Drac.	Mars		Judgment	Fire
Hismael	Caput Drac.	Venus		World	Earth
Kedemel	Caput Drac.	Jupiter		World	Earth
	Fortuna Minor			Fool	Fire or Air
	Via			Hanged Man	Water

TAPH. is for Taphthartharath. F for Fortuna. DRAC. for Draconis. SAGIT. for Sagitarius. CAPRIC. for Capricornus. CAPUT DRACONIS is North, or Ascending Node of Luna, the Dragon's Head. CAUDA DRACONIS is South or Descending Node of Luna, the Dragon's Tail. The GENII are Planetary Spirits.

THE SIGILS

BARTZABEL

KEDEMEL

TAPHTHARTHARATH

CHASMODAI

SORATH

HISMAEL

ZAZEL

XI

The following comments as the nature of the Figures derive from various sources (The Tarot trumps are also named).

VIA 1111
o
o
o
o

Street, way, journey. Card, the Hanged Man. Element of water. Its quality is determined by its House, but in general it is unfavorable to the good effect of other Figures.

POPULUS 2222
oo
oo
oo
oo

People, congregation. Chariot card. Element of water. Indifferent or medium and determined by its House; reinforces the good or evil of other Figures.

RUBEUS 2122
o o
o
o o
o o

Red, reddish, redhead, impulse, temper, vice, passion. The Death card *(Trump xiii) Hartmann assigns it to Mars and Fire*, but Regardie to Mars, Scorpio, Water. The evil element in good events, and the good element in evil. If it falls in House I, destroy the Figures.

LAETITTIA 1222
o
o o
o o
o o

Joy, health, laughter. Element of Water; but Hartman assigns it to Air, Jupiter, Taurus, and the number 15. The Tarot trump is the Moon. Its general nature is goodm but in the 3rd, 6th, 8th and 12th Houses it may signify evil.

AMISSIO 1212
o
o o
o
o o

Loss, deprivation, deficiency. A Figure of Earth and of Venus, though Hartmann assigns it to the devouring element of Fire. In the 4th and 12th House it is evil in all things, in other Houses may be either good or evil for love, but usually bad for gain.

CONJUNCTIO 2112
o o
o
o
o o

Union, joining; on the whole more good than bad; belongs to Earth, Mercury; Hermit trump *(but Hartmann gives it to AIR and VIRGO)*. In House viii it is evil and death. Good with good, evil with evil.

CARCER 1221
o
o o
o o
o

Prison, binding, hindrance, bar, restriction; also a holding and possessing. It is *"good in Saturnine questions" (Regardie)*, otherwise evil; but fairly good in the 12th House. Saturn, Capricornus, the Diabolus trump. *(Hartman agrees but assigns Pisces)*.

FORTUNA MAJOR 2211
o o
o o
o
o

Success, good fortune, protection, aid. Element is Fire, *but Hartmann gives Earth, and Sol.* The Tarot trump is Strength (viii).

FORTUNA MINOR 1122

o
o
o o
o o

External aid, protection, but evil in House VIII.
The Tarot trump is the Fool.
Assigned to Fire, and Sol.
Indicates rapid movement, speed in affairs.
There is an element of anger and contention
in it.

ACQUISITIO 2121

o o
o
o o
o

Acquisition, success, obtaining, securing, profit, gain.
A good Figure except in the 8th and 12th Houses.
Sagittarius, Jupiter, (Hartmann).
Element, Fire.
Tarot card, Temperance.

PUELLA 1211

o
o o
o
o

Girl. Beauty.
Element of Air.
Good in demands relating to women.
Venus. Libra.
The Justice card.

ALBUS 2212

o o
o o
o
o o

White, fair. The white head of wisdom.
Element of air.
Sagacity, clear thought.
Good in material things and favorable to new undertakings,
evil only in war.
The Lovers card.

PUER 1121

o
o
o o
o

Boy, young man.
Fire, Aries, Mars.
The Emperor Card.
An element of haste and rash action.
It is good in war and love.

TRISTITIA 2221

o o
o o
o o
o

Sorrow. Usually an Evil figure.
Element of Air.
Sadness, damned, cross (Regardie).
Saturn, Aquarius.
The Star Card.
Hartmann assigns it to Earth and Aquarius.

CAUDA DRACONIS 1112

o
o
o
o o

Tail of the Dragon. Evil,loss, the end; the evil in things
good, but also the good in things evil. The threshold, out-
going. Element of Fire.
The lower Kingdom. Mars and Saturn. Judgment Card.

CAPUT DRACONIS 2111

o o
o
o

Earth. An entering.Gain. A good issue. An increment of
good, but also of evil. The upper Kingdom,the Dragon's
Head. Venus and Jupiter.
The World Card.

XII

FORTUNA MAJOR. Favorable for success and for gain, and for the fulfilment of hope.

2211

In House 3, 5, 7, 9, 11, 12 ..... Very Good.
In House 1, ... Good except on secret matters.
In House 2, ... Good except in melancholy things.
In House 4, ... Good but melancholy.
In House 6, ... Good, but not for debauchery.
In House 8, ... Fairly Good.
In House 10, ... Good, and consult superiors.

FORTUNA MINOR. Favorable in all matters wherein haste is desired.

1122

In House 2, 5, ... Very Good.
In House 1, ... Speedy Success in love and in contests, but full of anger.
In House 3, ... Good, but with anger.
In House 4, ... Favorable for peace and for haste, otherwise more evil than good.
In House 6, ... Medium Good.
In House 7, ... Favorable for war or love, otherwise evil.
In House 8, ... Evil.
In House 9, ... As for House 3.
House 10, ... As for House 3, and bad for peacemaking.
House 11, ... Good in all, and especially for love.
House 12, ... Good, but not for change or for bringing suits at law.

VIA . Favorable for travelling by land or sea. The effect of VIA on other Figures is usually harmful.

1111

In House 3, 10, 11, 12, ... Very Good.
In House 1, ... Usually EVIL, said to be favorable for prison.
In House 2, ... Medium or indifferent.
In House 4, ... Favorable, but bad for love.
In House 5, ... Favorable for voyages.
In House 6, ... Evil.
In House 7, ... Fairly good, especially for voyages.
In House 8, ... Evil
In House 9, ... Medium or indifferent, buy good for travel.

POPULUS Good with good and evil with evil. An indifferent figure, with nature dependant on position in the Astrological chart.

2222

In House 6, 10, 11, ... Good.
In House 1, ... Good for Marriage.
In House 2, ... Medium.
In House 3, ... Rather good.
In House 4, ... Good, but bad in love matters.
In House 5, ... Usually Good.
In House 7, ... Medium, but good in war.
In House 8, ... Evil.
In House 9, ... Expect News or communications.
In House 12, ... Very Evil

ACQUISITIO
2121

In Houses I - II - III - IV - V - IX - X - XI; Success, happiness, prosperity, good fortune. In House X, good in litigation. Fairly good in House VI, VII. In the 8th.House "the sick shall die" (Regardie); otherwise moderately good. In House XII, pain and loss.

LAETITIA
1222

Joy now or in the future. In the 5th, 9th, and 11th Houses, it is very good; in the 2nd and 3rd it denotes illness; in the 4th it is medium or good. In the 1st, it is good in times of peace; in the 7th, it is indifferent; evil in the 8th, 12th and 6th, and in House 10 is good in time of war.

AMISSIO
1212

Loss. In Houses IV, IX, XII it is evil in all things. In the 1st, good for those who are in prison, otherwise evil. In 2nd, good in Love affairs, otherwise bad. In the 3rd, quarrels will end, nut rhe issue of other matters is bad. In the 5th House it is evil "except for agriculture" (Regardie). Bad for love, in House VI; good only for love in House VII and XI. In House X it is good for success with women, but otherwise evil. Only in House 8 is it said to be very good in all matters.

PUELLA
1211

In House II, III, VI, VIII, XII this Figure is very good in all questions, especially in those relating to women. House I, good except in war. House IV, medium. House V, good if well aspected. House VII. bad in war, good in peace and peaceful matters. In House IX, medium, good for music. In House X, good for peace. In XI, good, especially for love of women.

CONJUNCTIO
2112

House I, "good with good, evil with evil." Houses II, III, good. In House IV, good, but not for health. House V. medium. House VI, good for debauchery, otherwise bad. House VII and IX, medium good. House VIII, evil and death. House X. bad in sickness, good in love affairs. House XI, good. House XII, medium, but "bad for prisoners "(Regardie)

ALBUS
2212

VERY GOOD in Houses II, III, V, VI, VIII,X, XI, XII. Good for marriage and for peace in House I.
In House IV, Good in peace, bad in war.
In House VII, same as for IV. In House IX, news, letter, messenger.

PUER
1121

Usually evil, but good in war and love. It is good in Houses III and XII.
In House I, medium.
In House II, mixed good and evil.
In House IV, good in war and love, otherwise bad.
In Houses V and VI, medium good.
In House VII, evil except in war.
In House VIII, good in love, otherwise evil.
In House IX, good in war, otherwise evil.
In House X, good in love and war, otheriwse medium.
In House XI, same as in House X.

RUBEUS

2122

If Rubeus falls in House I, destroy the Figures and postpone the divination. In Houses II, VIII, IX, X and XII it is evil in all things & In Houses III, IV, VI and VII, it is good only for war and bloodshed, otherwise very evil.
In House V, it is good for love and for harvests and planting.
In House XI, it favors all bloodshed, but is unfavorable to all else.

CARCER

1221

In general, this Figure is an evil one -- of obstacles, delay, binding, imprisonment; yet it is also a holding and possessing.
It is evil in House I, except for defence.
In Houses III, VI, VII, VIII, IX, it is very evil.
On House II it is favorable for Saturnian questions, otherwise bad.
On House IV it encourages Melancholy.
On House V it indicates bad news, usually within a Three.
On House X it is good only for treasure-finding.
On House XI denotes great worry and distress.
Only on House XII is Carcer esteemed a fairly good Figure.

TRISTITIA

2221

On Houses I and II, this Figure is medium in most affairs, but good for works of defense and sometimes for treasures.
On Houses III, IV, V, VI, XI, Tristitia supports evil things and opposes the good.
On House VII it is bad for inheritance and Magic, otherwise medium.
On House VIII it is bad except in secret things.
On IX, good for Magic, otherwise bad.
On X, good for works of defense, otherwise bad.
On XII, good for treasure and Magic, otherwise evil.

CAPUT DRACONIS

2111

Good results; good for profit.
On Houses I, II, III, V, VII, VIII, IX, X, it is very good. On
On House IV it is good in times and conditions of peace, otherwise evil with evil.
On House VI it favors immorality, otherwise unfavorable.
On House XI, particularly good in all matters relating to the Church.
On House XII, medium only, or somewhat unfavorable.

CAUDA DRACONIS

1112

If this Figure falls on the Ascendant or 1st House, destroy the Figures and postpone the divination.
On Houses II, III, V, VII, it is evil.
On House IV it hastens the conclusion of any matter, and is not necessarily evil.
On House VI it is also rather good.
On House VIII, good only for Magic.
On House IX, good only for science and for theft; bad for travelling.
On House X, evil, but favorable to works of Fire.
On XI, good for favors only.
And on XII, more good than bad.

XIII

THE CONCERNS OF THE ZODIACAL HOUSES

I. Person of Querent, his life, health, outlook on life, appearance, beauty, color, riches, fortune, success, personal focus of interest in any matter. Early environment (The head).

II. Profit and loss, mercantile matters, money, property, liberty. (Throat, ears).

III. Relatives, letters, little voyages, news, writings, brother and sister. Neighbours (Arms and shoulders). Studies, contracts, mental inclinations.

IV. Father (or one parent), property, home, mines, treasures, agriculture. Inheritance. Old age, the grave; the end of matter, the upshot. Aspiration. (Breast and stomach).

V Women, children, luxury, eating, drinking, marriage as sex relationship only, pleasures, legacies, speculation, illicit love. Schools. Places of Amusement. (Heart and back).

VI Health and disease, servants, misfortunes, domestic animals; uncles and aunts; food, clothing. The subconsciousness. (The intestines). Labor, employment, relations to superiors. Hygiene.

VII Women, "true" marriage, whores, thieves, robbers, dishonors; love, husband or wife; partnerships, open or public enemies; lawsuits, contracts, theft, strangers. (Kidneys and loins).

VIII Death. legacies, trouble, suffering, poverty, wills, estates.
Spiritistic experiences. Finances of spouse or partner. (Sex organs).

IX Long voyages, religion, dreams; science, philosophy, education, sea voyages, divination, psychic development, law, Art.

X Fortunes, honors, kings, glory, fame, victory, Mother or Father, rank; trade,profession, authority, position (social). Focal interest of a group. Public Status. (knees).

XI Protection, riches, presents, friends, joy, hope, confidence; income; finances of employer; wishes; wealth of mother. Loyalty. (Calves & Ankles).

XII Loss, imprisonment, secret enemies, vagabonds, prostitutes, beggars, misfortunes. Aunts and Uncles. Sleep, (The feet) Sorrow, fear, institutions,. assault, imprisonment, unseen danger, delay. Secret Societies, occultism, Asylums.

* * * * *

XIV

THE METHOD OF GERHARD

The prick-sheet may be prepared as heretofore described, so far as the headings are concerned, but instead of making sixteen lines of pricks or points, only 4 lines are made at first. These lines are counted and a Geomantic symbol obtained.

The zodiacal Sign corresponding to this symbol is put in the First House. If, for example, the symbol (Figure) is Fortuna Major, the Sign Leo which corresponds to it is put in House I.

Then, in House II put Virgo, in House III Libra, in House IV Scorpio, and so on to the end: Sagittarius in V, Capricornus in VI, Aquarius in VII, Pisces in VIII, Aries in IX, Taurus in X, Gemini in XI, Cancer in XII. In this way the Twelve Houses have signs given them in order, depending on what Figure and Sign fell in House I.

The Planets are now to be inserted in the Houses, and they are considered in the following order:

SUN, MOON, VENUS, MERCURY, SATURN, JUPITER, MARS

Ascending Node pf Luna, Descending Node

Punctuate another four lines, count all of the points in the four, divide the sum by 12 and note the remainder. This remainder is the number of the House into which the first planet of the above series is to be placed.

If the remainder is 3, the Sun goes in House III; if it is 7, the Sun goes into House VII, and so on.

Punctuate another set of four lines, count all the points, divide by 12, note the remainder, and place the 2nd planet, the Moon, in the corresponding House. If the remainder is 5, the Moon goes into the 5th House, and so forth.

Continue in the same way until all the NINE planets have been assigned their places.

If two or more planets receive the same number, they are to be put into the same House. It may happen, too, that some Houses will be left without a planet, and contain only the Sign.

This method is explained by Hartmann in his Geomancy, where he gives, though very briefly, an illustrative example. It is still used by some diviners, and is said to give good results when employed with sufficient astrological knowledge.

ANOTHER METHOD, which Hartmann describes as "the usual way of proceeding," is to place the 1st figure (First Mother) in the 1st House, the 2nd Figure in the 2nd House, the 3rd Figure in the 3rd House, and so on in order through the 12 Houses and first 12 Figures. The two Witnesses and the Judge may be written in the center of the wheel, if desired.

A THIRD METHOD is recommended by Cornelius Agrippa, who would place the Figures in the following order:

(We repeat here, for comparison, the order employed for the most part by modern occultists).

Figure	Placed by Agrippa in House	Placed by modern diviners in House
1	I	X
2	X	I
3	VII	IV
4	IV	VII
5	II	XI
6	XI	II
7	VIII	V
8	V	VIII
9	IX	XII
10	VI	III
11	III	VI
12	XII	IX

The zodiacal Sign of the 1st Figure is then (according to Agrippa) placed in House I, the other Signs follow in their natural sequence, through Houses II, III, IV and so on. If the 1st Figure is 2212, Albus, it goes in House I. The Sign for Albus is Cancer, so this is also placed in House I. House II then has Leo, House III has Virgo, and so on to House XII. Finally, the planetary Signs corresponding to the Figures are added in their proper places. To find the Judge, add all the points of the 12 Figures and divide the sum by 12. Take the remainder, and count it off point by point into the Houses, from House I onward. The House receiving the last point is the one whose Figure is to be the Judge.

Correspondences of Agrippa

We have quoted somewhat freely from Hartmann, since his book is long out of print and somewhat difficult to obtain. And having taken him for our authority on the method of Agrippa also, it will be necessary to add here a list of the correspondences he employs, since they vary considerably from those to which this present book gives preference.

VIA	Luna (last quarter)	Water	Leo	No. 7
POPULUS	Luna (new)	Water	Capricorn	16
CONJUNCTIO	Mercury	Air	Virgo	11
CARCER	Saturn	Earth	Pisces	10
FORTUNA MAJOR	Sol	Earth	Aquarius	12
FORTUNA MINOR	Sol	Fire	Taurus	10
ACQUISITIO	Jupiter	Air	Aries	7

CAPUT DRACONIS, ascending node of Luna; Earth, Virgo, No. 4.

CAUDA DRACONIS, descending node of Luna, Sagittarius, Fire, No. 5.

AMISSIO	Venus	Fire	Libra	8
LAETITIA	Jupiter	Air	Taurus	15
TRISTITIA	Saturn	Earth	Aquarius	14
PUELLA	Venus	Water	Libra	2
PUER	Mars	Fire	Aries	3
ALBUS	Mercury	Water	Cancer	12
RUBEUS	Mars	Fire	Gemini	13

These correspondences may be used for the Method of Agrippa, and also for the "usual way" recommended by Hartmann, but they should not be used for the method to which this book is principally devoted.

THE GEOMANTIC FIGURES ASSUME THE DIGNITIES OF THEIR PLANETS, HOUSES, AND SIGNS

Sign	Ruler	Element	Exaltation	Fall	Detriment	Strong
Aries	Mars	Fire	Sol	Saturn	Venus	Jupiter
Taurus	Venus	Earth	Luna	[illegible]	Mars	Jupiter
Gemini	Mercury	Air			Jupiter	Saturn
Cancer	Luna	Water	Jupiter	Mars	Saturn	Mercury
Leo	Sol	Fire			Saturn	Mars
Virgo	Mercury	Earth	Mercury	Venus	Jupiter	Saturn
Libra	Venus	Air	Saturn	Sol	Mars	Jupiter
Scorpio	Mars	Water		Luna	Venus	Sun
Sagitt.	Jupiter	Fire			Mercury	Venus
Capricorn	Saturn	Earth	Mars	Jupiter	Luna	Mercury
Aquarius	Saturn	Air			Sol	
Pisces	Jupiter	Water	Venus	Mercury	Mercury	

FOOTNOTE

We acknowledge our special indebtedness to the instructions of the Golden Dawn; to Dr Israel Regardie's reproduction of part of these, in volume IV of GOLDEN DAWN, pp. 112/136 (The Aries Press, 1940), and to the GEOMANCY of Franz Hartmann, Occult Pub. Co., Boston, 1889.

Geomancy: HOUSE OF THE QUESTION .....

MOTHERS

Name	House	Aspect	Interpretation
. . . . .	. . . .	. . . . .	
. . . . .	. . . .	. . . . .	
. . . . .	. . . .	. . . . .	
. . . . .	. . . .	. . . . .	

DAUGHTERS

Name	House	Aspect
. . . . .	. . . .	. . . . .
. . . . .	. . . .	. . . . .
. . . . .	. . . .	. . . . .
. . . . .	. . . .	. . . . .

NEPHEWS

Name	House	Aspect
. . . . .	. . . .	. . . . .
. . . . .	. . . .	. . . . .
. . . . .	. . . .	. . . . .
. . . . .	. . . .	. . . . .

WITNESSES .... JUDGE ..... RECONCILER .....

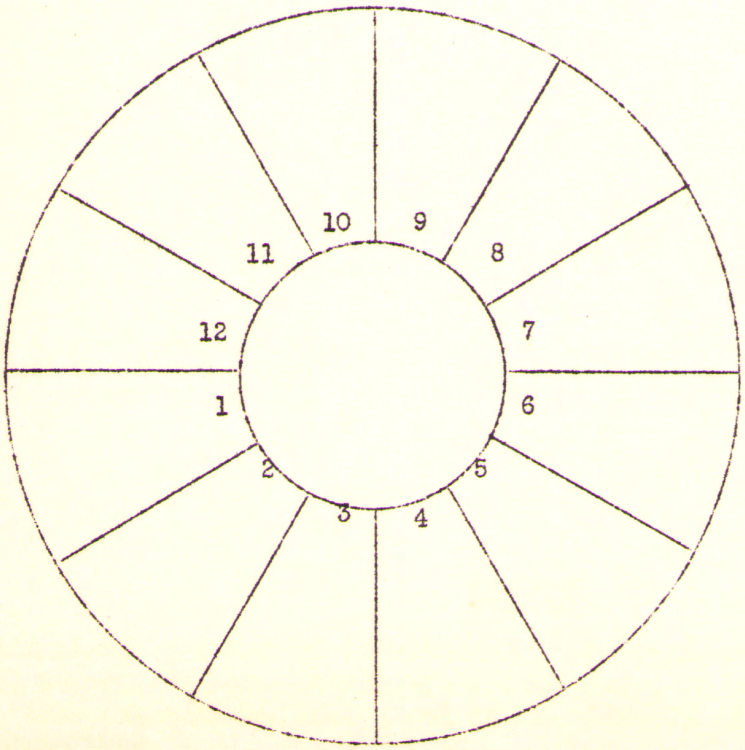


Figure 1 falls in House 10
2 in House 1
3 in House 4

Figure 4 falls in H.
7. 5 in House 11
6 in House 2

Figure 7 falls in H.
5. 8 in House 8.
9 in House 12.

Figure 10 falls in H.
3.
Figure 11 in 6
Figure 12 in House 9.